AGES 8+
70122/70121 Asst.

NeoPen™

neopets™
www.neopets.com

INSTRUCTIONS

SHOYRU™

TIGER ELECTRONICS

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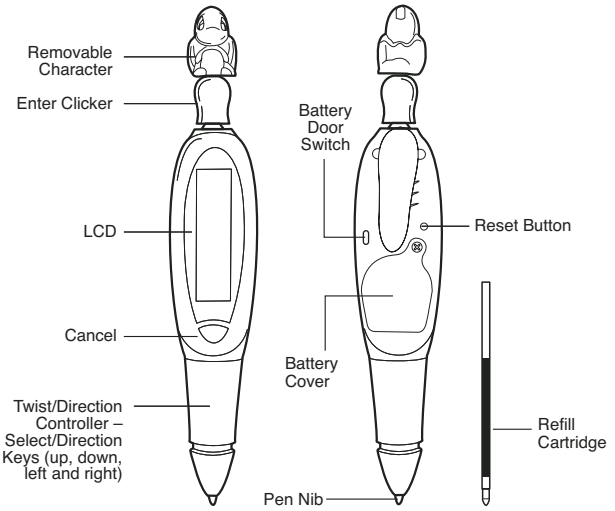
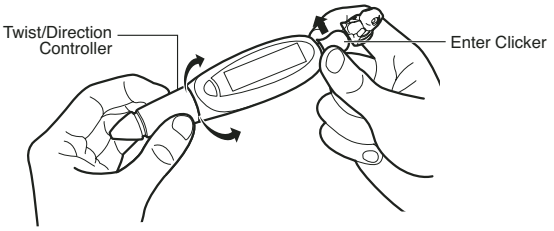
Thank you for purchasing a Neopets™ NeoPen™. Each NeoPen is a functional ink pen that features a built-in electronic LCD screen. The screen on your NeoPen holds six fun and exciting games, and is filled with an entertaining array of Shoyru animations!

Magical adventures await inside your NeoPen. In addition to featuring six new and exciting games, each NeoPen comes with an electronic calendar, calculator, clock and notepad! That's not all, though... you'll also receive a 3-D mini figure of your Neopet, which you can play with in any of the Pocket Neopet Worlds, and a bonus roll of Shoyru and Neopet stickers!

Includes 1 x 3.0V "CR2032" lithium battery. Phillips/ cross head screwdriver (not included) needed to replace battery.



GETTING STARTED



To set up your NeoPen properly, please go through the following actions:

- Make sure the LCD screen is working correctly, if not, please reference the battery replacement section to verify that the batteries were installed properly.
- Using the TWIST CONTROLLER, scroll UP and DOWN to take the toy out of TRY ME mode.
- **TIME**: Again, using the TWIST CONTROLLER, scroll UP through the hour digits. Click ENTER when it is correct. Next the minutes digits will flash, using the TWIST CONTROLLER, scroll UP through the minutes digits. Click ENTER when it is correct. To select a.m. or p.m., use the TWIST CONTROLLER to scroll UP and click ENTER when it is correct. If you change your mind, press CANCEL to back up.
- **DATE**: Using the TWIST CONTROLLER, scroll UP through the year digits. Click ENTER when it is correct. Next the month will appear, use the TWIST CONTROLLER to scroll UP through the months. Click ENTER when it is correct. Use the same method to alter the day and click ENTER when it is correct. If you change your mind, press the CANCEL button to back up.
- **NAME**: Decide what you want to name your Neopet and write the name by scrolling UP or DOWN on each letter. You can delete a previous character by pressing the CANCEL button. Click ENTER when it is correct. Click ENTER twice when the name is complete. If you do not input any letters or numbers for a name, you will not be able to continue to the next set up stage.
- **GENDER**: Use the TWIST CONTROLLER to scroll to either MALE or FEMALE and click ENTER when your preference is highlighted.
- **WHAT DOES YOUR NEOPET LIKE TO DO?**: Using the TWIST CONTROLLER, scroll through all the different options until you reach the hobby you want for your Neopet, and then click ENTER to select.
- **HOW THEY LIKE TO GREET OTHERS**: Using the TWIST CONTROLLER, scroll through all the different options until you reach the personality you want for your Neopet, and then click ENTER to select.

The screen will then run through all of the decisions you have made and then enter the actual game. "Welcome to Neopia!" will then scroll across the screen followed by your adopted Neopet's name. You will automatically begin with 500 Neopoints in your bank.

NAVIGATION

To navigate through the game, use the control icons that can be accessed by twisting the controller UP or DOWN and then click ENTER to confirm your selection. To choose from all of the different things you can do with your Neopet, you first need to know what the different icons mean. These will allow you to control what you and your Neopet do, and when you do it.

FACE	View your Neopet's bio (Name, Species, Gender, Likes To Do, Greeting Type, etc.).
BOOK	View your Neopet's Health, Happiness, and Intelligence levels.
TROPHY	View what stage your Neopet has reached in each game.
FOOD	Select different food Items to feed your Neopet.
BURLAP SACK	View and select to use your stored Items here.
HOSPITAL	Lets you take your Neopet to the doctor when it's sick.
DICE	Lets you play games.
SHOP	Lets you buy food, toys, and Petpets™ for your Neopet.
BANK	Lets you check your Neopoint® balance.
SLEEP	Lets you put your Neopet to rest, or wake it up.

HOW TO PLAY

Your goals within the game include winning trophies and reaching the highest Health, Happiness, and Intelligence levels possible. These goals can be achieved many different ways, most notably by playing games and earning Neopoints, which afford you a number of options, including the ability to buy cool Items for your Neopet. Using these Items will affect the Health, Happiness, and Intelligence levels of your Neopet.

SHOYRU FACE

You can view your Neopet's profile here. Scroll through all the different bio information of your Neopet (Name, Age, Gender, Likes To Do, Greeting, Strength, Defense, Movement, Height, Weight). Simply twist the controller to the RIGHT or LEFT to scroll through the information.

BOOK

This book is designed as your Quick Reference Guide. Here you will be able to check the status of your Neopet's Health, Happiness, and Intelligence levels. These levels are affected by how you play with, and how you treat your Neopet. Feeding and sleeping on time makes your Neopet's Health, Happiness, and Intelligence levels go up. A Petpet or Toys can increase your Neopet's Happiness, and Intelligence.

Lack of sleep, feeding, and interaction (toys and Petpets) will make your Neopet's levels drop and may cause your Neopet to leave you.

TROPHIES

This will tell you how many trophies you have obtained, if any, as well as the highest score and level reached thus far.

You can earn trophies in all six games! When a trophy is attained by the efforts of the player, it is displayed on the trophy screen.

In order to earn a trophy, you must complete the hardest level of each game. The scoring for each game is different. When a score is reached that beats the target score for that level, a new level will be unlocked and when the hardest level is complete the trophy will be awarded. The goal score breakdowns for each game are located in the game descriptions section of this book.

FOOD

You must remember to feed your Neopet three times a day. You will need to purchase the food Items from the food store, which will automatically store the Items in your Neopet's Burlap Sack. You can access the food directly by pressing ENTER when the FOOD icon is highlighted. This will take you to the list of your food Items that you have purchased.

Using the TWIST CONTROLLER to scroll UP and DOWN, choose a food Item from the list that you want to feed and click ENTER. You will be asked "FEED NOW?" and given the options "YES" or "NO." If "YES" is selected, you will see the icon for that Item flashing and then the animation of your Neopet eating, followed by a gratifying phrase.

Your Neopet likes to eat regularly, every day at: 7:00 a.m. to 9:00 a.m., 11:00 a.m. to 1:00 p.m., 5:00 p.m. to 7:00 p.m. At these times, you should select the food icon to feed your Neopet.

If you feed your Neopet on time, you will receive 50 Health points for healthy food, or 50 Happiness points for treats.

- Caution: Don't overfeed your Neopet! Extra food does not add any more health, but will still make your Neopet gain weight! Extra treats will add 10 Happiness points but will also add more weight, which will make he/she lose 30 Health points.
- Tip: If you feed your Neopet after Hint time, you only get half the points.
- Tip: If you do not feed your Neopet at all, he/she will lose 40 Health points and 30 Happiness points, and will lose weight.

BURLAP SACK

This is where all the Items you have purchased are stored while you are not using them. You will be able to view all of your Items that have been saved. The sack will hold a maximum of 10 Items at a time. If you buy an Item, it will remain in the sack until you use it.

To use an Item in your sack: Use the TWIST CONTROLLER to scroll UP and DOWN through the Items and click ENTER. You will be asked "DO YOU WANT TO PLAY THIS?" or "FEED NOW?" and given two options: "YES" or "NO." Highlight your selection and click ENTER. If the sack gets too full, you will have to discard one of those Items that are not absolutely necessary.

SHOPPING

In addition to being fun for your Neopet, shopping is essential for your Neopet's health, wellbeing, and personality. There are three shops you can visit in this game: the Food Shop, Toy Shop and the Petpet Shop. Each shop contains different Items that vary every time you enter, as well as by price (Neopoints).

Enter the Shopping mode and scroll through the different shop names. When you have decided which shop you want to go into, click ENTER.

FOOD SHOP

When you choose the Food Shop, a list of various foods available for you to purchase and their cost in Neopoints will be displayed. Use the TWIST CONTROLLER to scroll UP and DOWN to choose an Item that you want to buy, and click ENTER. The screen will say "BUY NOW?" Click ENTER to confirm your selection. The screen will then say "FOOD HAS BEEN PLACED IN YOUR BAG."

TOY SHOP

When you choose the Toy Shop, a list of toys available to purchase will be displayed. There will be three toys to choose from per day, all at different prices. When you choose the name of the toy you want, use the TWIST CONTROLLER to scroll UP and DOWN, click ENTER and you will see the price of the toy you selected in Neopoints (NP). You will then be asked "BUY NOW?" Click ENTER to confirm your selection. To play with your toy, select the Burlap Sack, and select the toy that you want your Neopet to play with. The image of the toy will flash alternatively with a 1, 2 or 3 depending on how many times the toy has been played with.

NOTE: Toys will disappear after being used three times so that you can buy more toys for your Neopet.

PETPET SHOP

When you choose the Petpet™ Shop, a list of various Petpets available for you to purchase will be displayed. Use the TWIST CONTROLLER to scroll UP and DOWN to browse the selection and click ENTER. The screen will say "BUY NOW?" Click ENTER to confirm your selection. Once you have purchased a Petpet you will see an image of it and then the text: "PETPET HAS BEEN PLACED IN YOUR BAG."

To play with your Petpet, select the Burlap Sack icon and scroll through the contents.

NOTE: If you do not have enough Neopoints in the Bank to purchase Items, the ⊘ logo will flash and you will hear a warning sound.

HOSPITAL

This is the place to visit if your Neopet is sick. Enter into the Hospital, and if your Neopet is sick a message will appear with a prognosis of what your Neopet's ailment is. A message will then appear telling you what type of medicine your Neopet needs to feel better, and its price in Neopoints. You will be asked if you want to buy the medicine, "YES" or "NO." If you select "YES," the medicine will be given to your Neopet immediately and you can consider him/her cured. Please note that you will lose Neopoints for every day your Neopet is left untreated. On the contrary, if you try to enter the hospital when your pet is healthy, you will be given the all clear and automatically sent back to normal mode.

GAMES

There are six different games to play, all with three levels of difficulty (Easy, Medium and Hard).

200M PEANUT DASH (TROPHY GAME)

This Elephante has entered a Fetch competition with his Puppyblew Petpet. The Puppyblew loves to chase peanuts from the Elephante's trunk! They work as a team to score the most points: the Elephante throws a peanut as far as he can, and the Puppyblew races as fast as possible, jumping and flipping to catch the peanut.

Start by shooting the peanut out of the Elephante's trunk. The power up bar automatically moves up and down. Press ENTER to select the power and throw.

Now help the Puppyblew chase the peanut down by using the TWIST CONTROLLER. Twist LEFT and RIGHT to move the Puppyblew forward on the screen and stay under the shadow of the peanut.

To avoid the obstacles, make the Puppyblew jump by using one of the following combinations:

- Twist Left + Click + Twist Right = Front Flip
- Twist Right + Click + Twist Left = Back Flip
- Click + Twist Right = Straight Jump
- Twist Left + Twist Right + Twist Left + Twist Right + Click = Double Front Flip
- Twist Right + Twist Left + Twist Right + Twist Left + Click = Double Back Flip

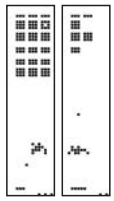
Score

Your score is based on the distance thrown, the number of obstacles you jump over and bonus points for style. Your score for the game is your best score from three attempts.

Levels

East to Medium – Accumulate at least 2000 NP in this level
Medium to Hard – Accumulate at least 3000 NP in this level
Hard to Trophy – Accumulate at least 4000 NP in this level

KORBAT'S LAB (TROPHY GAME)



Dr. Sloth has stored all the ingredients to make his Transmogrification potions in a mysterious old evil laboratory full of nasty Korbats and Spyders. Your mission is to go in there, armed with your trusty bat, and foil Sloth's evil plans by smashing up as many boxes as possible! When the potion bottles drop, pick them up… you never know what will happen!

Use the TWIST CONTROLLER to move your bat LEFT or RIGHT, and then click ENTER to release the ball! Your goal is to hit the ball into the boxes and destroy them, then collect the potions that fall from the broken boxes. Make sure that the ball doesn't go off the bottom of the screen, and watch out for the Korbats and Spyders.

Power Up Icons

	Growth	Increases the size of your bat.
	Shrink	Decreases the size of your bat.
	Missile	Click ENTER to launch a guided missile.
	Fireball	Releases a fiery comet that breaks all the boxes in its path.
	Treasure Bag	Gives you Bonus Neopoints.
	Extra Life	Catch to add an extra life.
	Skull	Lose a life.

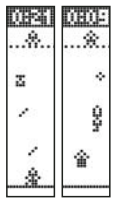
Score

	Power Ups Caught	Boxes Smashed
Easy	40 NP	1NP
Medium	50 NP	1NP
Hard	60 NP	1NP

Levels

Easy to Medium – Accumulate at least 2000 NP in this level
Medium to Hard – Accumulate at least 3000 NP in this level
Hard to Trophy – Accumulate at least 4000 NP in this level

IGLOO GARAGE SALE (TROPHY GAME)



Mika and Carassa are at it again, cleaning the attic and searching through old bric-a-brac to find more stuff for their Garage Sale. Help Mika catch the items, but be sure not to drop any!

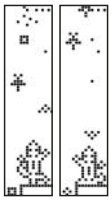
Use the TWIST CONTROLLER to move Mika LEFT and RIGHT and pick up the items that Carassa throws down the screen, and click ENTER to jump UP.

Be careful not to break anything - if you drop five items in any one level its GAME OVER! Also, don't try to catch the piano… it's too heavy and will squash you flat!

Item	Score		
	Easy	Medium	Hard
Bon-bon	3 NP	6 NP	9 NP
Candy cane	1 NP	2 NP	3 NP
BONUS	10 NP	20 NP	30 NP
Umbrella	2 NP	4 NP	6 NP
Lamp	5 NP	10 NP	20 NP
Piano	Smashes you flat!		
Bomb	Slows you down		

Levels
Easy to Medium – Accumulate at least 2000 NP in this level
Medium to Hard – Accumulate at least 3000 NP in this level
Hard to Trophy – Accumulate at least 4000 NP in this level

PTERATTACK (TROPHY GAME)



Fly around the canyons of Tyrannia, shooting evil Pteradactyls and Grarrls. There are three weapons to collect, and each one can be upgraded multiple times. Good luck!

Use the TWIST CONTROLLER to fly LEFT and RIGHT.

Click ENTER to fire!

Click and hold ENTER to zoom forward on the screen.

Launcher Types

Basic Launcher
- Pteri Shooter
- Rainbow Gun
- Spreader

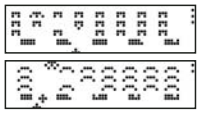
Types of Evil Pteradactyls

Soldier	Slow witted enemy flies straight at you!
Sergeant	Enemy zig-zags while he attacks!
Captain	May ambush you from the sides!

Score	Enemies Destroyed
Easy	3 NP
Medium	6 NP
Hard	9 NP

Levels
Easy to Medium – Accumulate at least 2000 NP in this level
Medium to Hard – Accumulate at least 3000 NP in this level
Hard to Trophy – Accumulate at least 4000 NP in this level

SWARM (TROPHY GAME)



Patrol the border of NPZ 6b, and prevent unauthorized entry into the territory. Use the specially designed Wocky Tank to destroy any and all invaders.

Use the TWIST CONTROLLER to move your tank LEFT and RIGHT, and click ENTER to fire your weapon. Zap the enemy lieutenants and UFO's to get special power-ups.

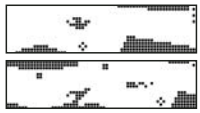
Power Up Icons

Extra Shield	Absorbs one hit.
Faster Tank	Moves left/right faster.
Smaller Tank	Shrinks your tank for defensive bonus.
Larger Tank	Avoid this dangerous power up.
Slower Tank	Avoid this dangerous power up.
Invader	Shoot all invaders to advance.
Power up Invader	Shoot these invaders to release power ups.
Special Invader	Shoot this boss invader for extra points.

Score	Enemy Invaders	Special Invader
Easy	1 NP	5 NP
Medium	2 NP	10 NP
Hard	3 NP	15 NP

Levels
Easy to Medium – Accumulate at least 2000 NP in this level
Medium to Hard – Accumulate at least 3000 NP in this level
Hard to Trophy – Accumulate at least 4000 NP in this level

VOLCANO RUN (TROPHY GAME)



Glubgar the Tyrannian Scorchio has ventured a bit too deeply into a rather large volcano… the lava is so hot here that even Scorchios cannot survive! See how far through the tunnels you can guide Glubgar.

Twist the TWIST CONTROLLER to the LEFT to fly upwards, and release to go downwards. If you click ENTER, Glubgar will use his wings to brake. Avoid the fiery bombs that fly towards you, and try not to crash into the walls of the tunnel or the rocks.

Collect the crystals for extra points, and the force shield will allow you to crash into a rock without dying. If you hit a cloud it will slow you down for a few seconds. Good luck!

Obstacles and Power Up Icons

Crystals	Pick these up for Neopoints.
Fireballs	Avoid these!
Rocks	Don't crash into these!
Force Shield	Power up blocks one fireball or rock hit.

Score	Bonus Gems	Distance Traveled
Easy	5 NP	1 NP
Medium	10 NP	2 NP
Hard	15 NP	3 NP

Levels
Easy to Medium – Accumulate at least 2000 NP in this level
Medium to Hard – Accumulate at least 3000 NP in this level
Hard to Trophy – Accumulate at least 4000 NP in this level

BANK

This is where you can check your Neopoint balance after playing lots of games or after a big spending spree. Select the icon by clicking ENTER and you will see your balance. Click ENTER again to get back to the main screen.

SLEEP

A Neopet's bedtime is generally around 9:00 p.m. If their bedtime is missed, they may lose Happiness points. Simply click ENTER when the BED icon is highlighted and the lights in the screen will go out and your Neopet will start to sleep. Neopets need to wake up around 7:00 a.m.; any earlier and they become grouchy and lose Happiness and Intelligence points. To wake your Neopet up in the morning, select the BED icon again by clicking ENTER when it is highlighted.

CALCULATOR

Using the TWIST CONTROLLER, scroll UP or DOWN through the 0-9 digits, the decimal point (.), math functions (+, -, *, /), and =. Once your problem has been inputted and you have entered the = sign, the answer will appear. Click CANCEL to clear the answer and start over. Press CANCEL again to go back.

NOTES

Using the TWIST CONTROLLER, scroll UP or DOWN through NOTE #1 to 5. Click ENTER to select. The contents of your NOTE will scroll across the screen. Click ENTER again to return. While the NOTE is scrolling, click and hold down ENTER to edit the NOTE. Using the TWIST CONTROLLER, use UP or DOWN to scroll through the letters A-Z. Click ENTER to select a letter and add it to the current NOTES. Press ENTER twice to complete.

CLOCK

To change the TIME & DATE, just enter the CLOCK mode and alter to your preference.

Settings

To set an alarm, alter the screen contrast, turn the sound on or off, or view or alter the names of your Neopets, click and hold ENTER when you are in downtime mode. Use the TWIST CONTROLLER to scroll through the following options:

Alarm

Press ENTER when this option is highlighted and you will be presented with two options (ON/OFF); toggle right to select ON, and set the time you want the alarm to go off. Press ENTER when the time is correct and the screen will ask you INPUT MESSAGE. Type in a message such as "Wake up" (Max 15 letters) and press ENTER to set. To change the time or message, just go back into the ALARM mode and alter accordingly.

Contrast

Enter this mode to select from 5 different levels of screen contrast.

Sound

Select this mode to turn the sound ON or OFF. Click ENTER to confirm.

Name

Select this mode to alter the name of your Neopet. Click ENTER to confirm.

CALENDAR

The game will tell you when there is a special day in the Neopian calendar, as well as the details of a special day in Neopia®. When you wake your Neopet up on that day, you can scroll through the whole calendar in this mode.

PHONE LIST

Upon entering the Phone List, the screen will show the contact names. Press ENTER to select a particular name.

Choose from one of three options: VIEW, EDIT, and CALL REMINDER. Select VIEW to show the contact name and phone number. Select EDIT to edit the contact name and phone number. Select CALL REMINDER to set time to remind the call. While the phone number is scrolling, click and hold down ENTER to edit the phone number. Using the TWIST CONTROLLER, use LEFT or RIGHT to scroll through the letters A-Z and the numbers 0-9. Click ENTER to select a letter and add it to the current phone number. Press ENTER twice to complete.

PANT DEVIL

Everyday there is a surprise in Neopia®! You will randomly get anywhere from 50 to 5000 BONUS Neopoints, which are saved directly to your Bank. But, be careful! From time to time, the Pant Devil is known to steal Items from Burlap Sacks. You must be on guard!

END OF THE GAME

If you do not take care of your Neopet and do not feed it for fourteen days, it will give you three warnings that it is going to leave you. On the third warning an animation of the character walking away will appear on the screen and the screen will say: "Time to create a new pet!"

TO REPLACE BATTERIES

EMPTY

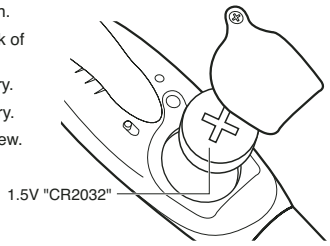
When the batteries are almost completely gone, you will see an empty battery icon appear. The game will stop functioning and you must change the batteries.

If you do not change the batteries at this point, the unit will turn off the LCD screen and it will not respond to any key depression (other than reset). You only have one minute from removing the old one to replace with the new one, otherwise all information (e.g., current status of game, trophies, levels, etc.) will be erased and you will have to begin the game again.

First, slide the "Battery Door" key to open.

1. Unscrew the battery cover on the back of the unit.
2. Remove the 1 x 1.5V "CR2032" battery.
3. Insert a new 1 x 1.5V "CR2032" battery.
4. Replace battery cover and tighten screw.

Slide the "Battery Door" key to close.



⚠ CAUTION:

1. As with all small batteries, the batteries used with this toy should be kept away from small children who still put things in their mouths. If they are swallowed, promptly see a doctor and, in the U.S., have the doctor phone (202) 625-3333 collect, or, in Canada, have the doctor call your provincial Poison Control Centre.
2. Make sure the batteries are inserted correctly and always follow the toy and battery manufacturers' instructions;

IMPORTANT: BATTERY INFORMATION

Please retain this information for future reference.
Batteries should be replaced by an adult.

⚠ CAUTION:

1. Always follow the instructions carefully. Use only batteries specified and be sure to insert item correctly by matching the + and – polarity markings.
2. Do not mix old batteries and new batteries or standard (carbon-zinc) with alkaline batteries.
3. Remove exhausted or dead batteries from the product.
4. Remove batteries if product is not to be played with for a long time.
5. Do not short-circuit the supply terminals.
6. Should this product cause, or be affected by, local electrical interference, move it away from other electrical equipment. Reset (switching off and back on again or removing and re-inserting batteries) if necessary.
7. RECHARGEABLE BATTERIES: Do not mix these with any other types of batteries. Always remove from the product before recharging. Recharge batteries under adult supervision. DO NOT RECHARGE OTHER TYPES OF BATTERIES.
8. As with all small items, these batteries should be kept away from children. If swallowed, seek medical attention immediately.

FCC STATEMENT :

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions:

(1) This device may not cause harmful interference,and

(2) This device must accept any interference received, including interference that may cause undesired operation.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation.

This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications.

However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Consult the dealer or an experienced radio/TV technician for help.

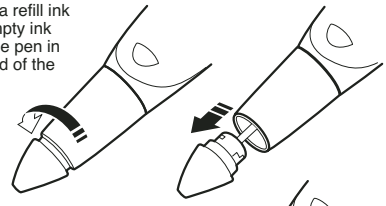
TO CHANGE THE INK CARTRIDGE

Please note, games cannot be played while pen nib is exposed.

To use only the pen for writing purposes, please push the end of the pen in and twist clockwise. The pen nib will be exposed and lock into place so that you can begin writing.

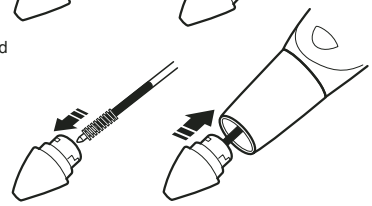
Your Neopets NeoPen comes with a refill ink cartridge. To discard the current empty ink cartridge, simply push the end of the pen in and twist counterclockwise. The end of the pen will come off.

Remove the existing ink cartridge and discard. Make sure not to lose the spring coil inside.



Insert the refill ink cartridge, nib end down into the pen.

Reattach the end of the pen by pushing it back into the pen and twist it clockwise until it is secure. Repeat the first step to expose the pen nib for writing.



If you lose these instructions, you can find them online at **http://www.neopets.com/manuals.phtml**

⚠ Not suitable for children under 3 years because of small parts - choking hazard.

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